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1 [Efficient range-constrained similarity search on wavelet synopses over multiple streams](#)



Hao-Ping Hung, Ming-Syan Chen

November 2006 CI KM '06: Proceedings of the 15th ACM international conference on Information and knowledge management

Publisher: ACM

Full text available: [pdf\(463.38 KB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Due to the resource limitation in the data stream environment, it has been reported that answering user queries according to the wavelet synopsis of a stream is an essential ability of a Data Stream Management System (DSMS). In this paper, motivated ...

Keywords: data stream, similarity search, wavelet synopses

2 [Storage optimization for large-scale distributed stream-processing systems](#)



Kirsten Hildrum, Fred Douglass, Joel L. Wolf, Philip S. Yu, Lisa Fleischer, Akshay Katta

February 2008 ACM Transactions on Storage (TOS), Volume 3 Issue 4

Publisher: ACM

Full text available: [pdf\(980.49 KB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We consider storage in an extremely large-scale distributed computer system designed for stream processing applications. In such systems, both incoming data and intermediate results may need to be stored to enable analyses at unknown future times. The ...

Keywords: Storage management, file assignment problem, load balancing, optimization, streaming systems, theory

3 [An open architecture for transport-level protocol coordination in distributed multimedia applications](#)



David E. Ott, Ketan Mayer-Patel

August 2007

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ACM Transactions on Multimedia Computing,
Communications, and Applications (TOMCCAP), Volume 3
Issue 3

Publisher: ACM

Full text available:  pdf(343.09 KB) Additional Information: [full citation](#), [abstract](#),
[references](#), [index terms](#)

We consider the problem of flow coordination in distributed multimedia applications. Most transport-level protocols are designed to operate independently and lack mechanisms for sharing information with other flows and coordinating data transport in ...

Keywords: Network protocols, distributed applications, flow coordination


4 [Process-centered review of object oriented software development methodologies](#)



Raman Ramsin, Richard F. Paige

February 2008 ACM Computing Surveys (CSUR), Volume 40 Issue 1

Publisher: ACM

Full text available:  pdf(2.86 MB) Additional Information: [full citation](#), [abstract](#), [references](#),
[index terms](#)

We provide a detailed review of existing object-oriented software development methodologies, focusing on their development processes. The review aims at laying bare their core philosophies, processes, and internal activities. This is done by using a ...

Keywords: Object-oriented methodologies, agile methods, integrated methodologies, methodology engineering, seminal methodologies


5 [Agent trade servers in financial exchange systems](#)



David Lybäck, Magnus Boman

August 2004 ACM Transactions on Internet Technology (TOIT), Volume 4
Issue 3

Publisher: ACM

Full text available:  pdf(101.25 KB) Additional Information: [full citation](#), [abstract](#),
[references](#), [cited by](#), [index terms](#)

New services based on the best-effort paradigm could complement the current deterministic services of an electronic financial exchange. Four crucial aspects of such systems would benefit from a hybrid stance: proper use of processing resources, bandwidth ...

Keywords: Trading agent, agent programming, agent server, financial exchange service

6 [A stream library using Erlang binaries](#)



Jay Nelson

September 2005 ERLANG '05: Proceedings of the 2005 ACM SIGPLAN workshop on Erlang

Publisher: ACM

Full text available:  pdf(254.76 KB) Additional Information: [full citation](#), [abstract](#),

[references](#), [index terms](#)

An implementation of a Stream Library for *erlang* is described which uses Built-In Functions (BIFs) for fast access. The approach uses binaries to represent and process stream data in high volume, high performance applications. The library is intended ...

Keywords: BIF, binary, erlang, stream

7 [Inter-stream synchronization between haptic media and voice in collaborative virtual environments](#)



Yutaka Ishibashi, Takeshi Kanbara, Shuji Tasaka

October 2004 MULTIMEDIA '04: Proceedings of the 12th annual ACM international conference on Multimedia

Publisher: ACM

Full text available: [pdf\(738.43 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

This paper addresses an inter-stream synchronization issue between haptic media and voice in networked virtual environments. The paper proposes a media synchronization algorithm for the two types of media stream by enhancing the virtual-time rendering ...

Keywords: collaborative virtual environments, haptic media, media synchronization, voice

8 [Exploiting perception in high-fidelity virtual environments](#)



[Additional presentations from the 24th course are available on the citation page](#)

Mashhuda Glencross, Alan G. Chalmers, Ming C. Lin, Miguel A. Otaduy, Diego Gutierrez

July 2006 SIGGRAPH '06: ACM SIGGRAPH 2006 Courses

Publisher: ACM

Full text available: [pdf\(5.07 MB\)](#) [mov\(68.6 MIN\)](#) Additional Information: [full citation](#), [appendices](#), [and](#), [supplements](#), [abstract](#), [references](#), [cited by](#), [index terms](#)


The objective of this course is to provide an introduction to the issues that must be considered when building high-fidelity 3D engaging shared virtual environments. The principles of human perception guide important development of algorithms and techniques ...

Keywords: collaborative environments, haptics, high-fidelity rendering, human-computer interaction, multi-user, networked applications, perception, virtual reality

9 [Design and evaluation of dynamic optimizations for a Java just-in-time compiler](#)

Toshio Suganuma, Toshiaki Yasue, Motohiro Kawahito, Hideaki Komatsu,

-  Toshio Nakatani
 July 2005 ACM Transactions on Programming Languages and Systems
 (TOPLAS), Volume 27 Issue 4
 Publisher: ACM

Full text available:  pdf(1.60 MB) Additional Information: [full citation](#), [abstract](#), [references](#),
[cited by](#), [index terms](#)

The high performance implementation of Java Virtual Machines (JVM) and Just-In-Time (JIT) compilers is directed toward employing a dynamic compilation system on the basis of online runtime profile information. The trade-off between the compilation overhead ...

Keywords: JIT compiler, Recompilation, adaptive optimization, code specialization, dynamic compilation, profile-directed method inlining


10 [A two-level resource management scheme in wireless networks based on user-satisfaction](#)


-  Sourav Pal, Mainak Chatterjee, Sajal K. Das
 October 2005 ACM SIGMOBILE Mobile Computing and Communications Review, Volume 9 Issue 4
 Publisher: ACM

Full text available:  pdf(398.14 KB) Additional Information: [full citation](#), [abstract](#),
[references](#), [index terms](#)

The success of future generation wireless data services will depend on the parameterized provisioning of quality of service (QoS) for applications whose demands and nature are highly heterogeneous. Also, user satisfaction will play a key role in the ...

11 [Multi-user data sharing in radar sensor networks](#)


-  Ming Li, Tingxin Yan, Deepak Ganesan, Eric Lyons, Prashant Shenoy, Arun Venkataramani, Michael Zink
 November 2007 SenSys '07: Proceedings of the 5th international conference on Embedded networked sensor systems
 Publisher: ACM


Full text available:  pdf(502.65 KB) Additional Information: [full citation](#), [abstract](#),
[references](#), [index terms](#)

In this paper, we focus on a network of rich sensors that are geographically distributed and argue that the design of such networks poses very different challenges from traditional "mote-class" sensor network design. We identify the need to handle the ...

Keywords: multi-user sensor networks, progressive encoding, radar sensor networks, utility control, wireless mesh networks

12 [Qualitative research methods in design and development](#)

-  Dennis Wixon
 October 1995 interactions, Volume 2 Issue 4
 Publisher: ACM

Full text available:  pdf(495.60 KB) Additional Information: [full citation](#), [references](#), [cited by](#), [index terms](#)

13 [Adaptive load shedding for windowed stream joins](#)



Buğgra Gedik, Kun-Lung Wu, Philip S. Yu, Ling Liu

October 2005 CI KM '05: Proceedings of the 14th ACM international conference on Information and knowledge management

Publisher: ACM

Full text available: [pdf\(431.88 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We present an adaptive load shedding approach for windowed stream joins. In contrast to the conventional approach of dropping tuples from the input streams, we explore the concept of *selective processing* for load shedding. We allow stream tuples ...

Keywords: load shedding, stream joins

14 [Nondeterministic Queries in a Relational Grid Information Service](#)

Peter A. Dinda, Dong Lu

November 2003 SC '03: Proceedings of the 2003 ACM/IEEE conference on Supercomputing

Publisher: IEEE Computer Society

Full text available: [pdf\(398.17 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#)

A Grid Information Service (GIS) stores information about the resources of a distributed computing environment and answers questions about it. We are developing RGIS, a GIS system based on the relational data model. RGIS users can write SQL queries that ...

15 [Operator scheduling in data stream systems](#)

Brian Babcock, Shivnath Babu, Mayur Datar, Rajeev Motwani, Dilys Thomas

December 2004 The VLDB Journal — The International Journal on Very Large Data Bases, Volume 13 Issue 4

Publisher: Springer-Verlag New York, Inc.

Full text available: [pdf\(362.48 KB\)](#) Additional Information: [full citation](#), [abstract](#), [cited by](#), [index terms](#)

In many applications involving continuous data streams, data arrival is bursty and data rate fluctuates over time. Systems that seek to give rapid or real-time query responses in such an environment must be prepared to deal gracefully with bursts in ...

Keywords: Data streams, Latency, Memory management, Scheduling

16 [Structured streams: a new transport abstraction](#)



Bryan Ford

October 2007 ACM SIGCOMM Computer Communication Review, Volume 37 Issue 4

Publisher: ACM

Full text available: [pdf\(694.88 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Internet applications currently have a choice between stream and datagram transport abstractions. Datagrams efficiently support small transactions and streams are suited for long-running conversations, but neither abstraction adequately supports applications ...

Keywords: SST, TCP, best-effort, datagram, fairness, mobility, multimedia, reliable, stream, transport protocols, web transport

17 Internal vs. external information in visual perception



Ronald A. Rensink

June 2002 SMARTGRAPH '02: Proceedings of the 2nd international symposium on Smart graphics

Publisher: ACM

Full text available: pdf(291.77 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

One of the more compelling beliefs about vision is that it is based on representations that are coherent and complete, with everything in the visual field described in great detail. However, changes made during a visual disturbance are found to be difficult ...

Keywords: attention, change blindness, design, vision, visual memory

18 Terrain database interoperability issues in training with distributed interactive simulation



Guy A. Schiavone, S. Sureshchandran, Kenneth C. Hardis

July 1997 ACM Transactions on Modeling and Computer Simulation (TOMACS), Volume 7 Issue 3

Publisher: ACM

Full text available: pdf(443.34 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#), [review](#)

In Distributed Interactive Simulation (DIS), each participating node is responsible for maintaining its own model of the synthetic environment. Problems may arise if significant inconsistencies are allowed to exist between these separate world views, ...

Keywords: distributed interactive simulation, terrain databases

19 Synthesizing operating system based device drivers in embedded systems



Shaojie Wang, Sharad Malik

October 2003 CODES+ ISSS '03: Proceedings of the 1st IEEE/ACM/IFIP international conference on Hardware/software codesign and system synthesis

Publisher: ACM

Full text available: pdf(205.33 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

This paper presents a correct-by-construction synthesis method for generating operating system based device drivers from a formally specified device behavior model. Existing driver development is largely

manual using an ad-hoc design methodology. Consequently, ...

Keywords: correct-by-construction, device driver, embedded system software, operating system based software synthesis

20 [Structured streams: a new transport abstraction](#)



Bryan Ford

August 2007 SI GCOMM '07: Proceedings of the 2007 conference on Applications, technologies, architectures, and protocols for computer communications

Publisher: ACM

Full text available: [pdf\(694.88 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Internet applications currently have a choice between stream and datagram transport abstractions. Datagrams efficiently support small transactions and streams are suited for long-running conversations, but neither abstraction adequately supports applications ...

Keywords: SST, TCP, best-effort, datagram, fairness, mobility, multimedia, reliable, stream, transport protocols, web transport

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